

21. An interactive toy system, comprising:

a toy;

first means remote from said toy for transmitting first electronic signals carrying first audio input from a first source remotely located relative to said toy, for receiving second electronic signals carrying second audio input from a second source located proximal to said toy transmitted from said toy, and for deriving from said second electronic signals said second audio input;

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said toy including second means for transmitting said second electronic signals carrying said second audio input from said second proximally located source to said first source remotely located relative to said toy for receiving said first electronic signals carrying said first audio input from said first source remotely located relative to said toy, and for deriving from said first electronic said first audio input;

voice modulating means operatively connected with said first means;

said toy including motion means for moving at least one predetermined part of said toy in response to first electronic signals carrying said first audio input from said first remotely located source to said toy in synchronism with said first audio input;

said first means including two wireless radios, one of which is maintained in a receive mode, and the other of which is maintained in a transmitting mode;

said second means including two wireless radios, one of which is maintained in a receive mode, and the other of which is maintained in a transmitting mode; and

said voice modulating means operably connected with said first means for disguising said first audio input.